Abstract

Techniques for gathering and tracking build information are described. Builds are registered initially. When a test execution is performed, a matching build is automatically determined from those previously registered builds as matching the

5   software under test for a particular session. This information is tabulated in a database in accordance with additional software and hardware or platform information describes the environment in which a program executes. The platform information includes software component information and system configuration information uniquely identifying a particular instance of an environment. Data stored in the database is then analyzed and

10   available for performing queries, for example, such as regarding code volatility and determining testing associated with a particular build.